SIGGRAPH 2002

Scene history & thoughts

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Remedy Entertainment, Ltd.

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- **Born 1973**
- **Started 1987 (Amiga 500)**
- **Active scene years 1988-93**
- **Art for demos, games**
- **Architecture in HUT, teacher**
- **Remedy (Max Payne) 1996-**
  - Remedy is a "Scene based company"?

Background

- **Early 80's, in Northern Europe & Scandinavia, computers reach kids**
- **Little money, want software**
  - *Let's copy*
- **Copy protection**
  - Challenge young mind
- **Cracks spread via mail & BBS**
- **Software swapping fueled the scene**

The Scene Emerges

- **Respect wanted from other sceners**
  - *"I did this"* - notifications, greetings
- **Programmed introduction: Intro**
- **Using pseudonym: alias or handle**
  - Owl, Gore, Henchman, Xenit, Creator, Reward, Slayer
- **Groups (Sub-scenes: Amiga, ST, etc.)**
  - Unique, Aggression, Bloodsuckers, Future Crew etc.
- **Group members have different roles**
  - Coder, Artist, Musician, Swapper, Organizer etc.

FAIRLIGHT
...THE HOME OF THE REAL CRACKERS

PRESENTS :
PLATOON ++
CRACKING STRIDER -- LINK & PACKING GOLLUM

WE IN FAIRLIGHT PRESENT : P

KILL A COMMIE FOR MOMMY...

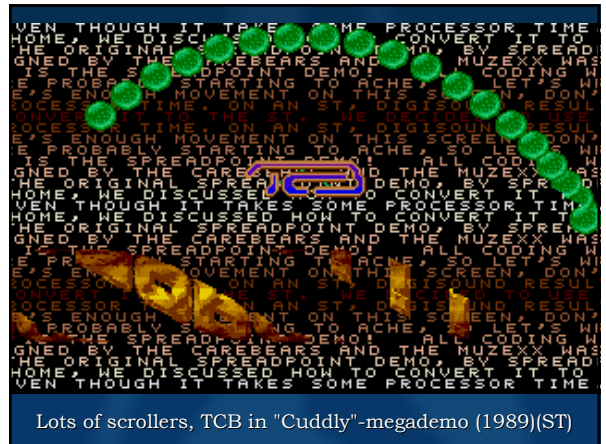Intro by Fairlight (mid 80's)(C-64)

Delusion/Sonic (early 90's)(PC)
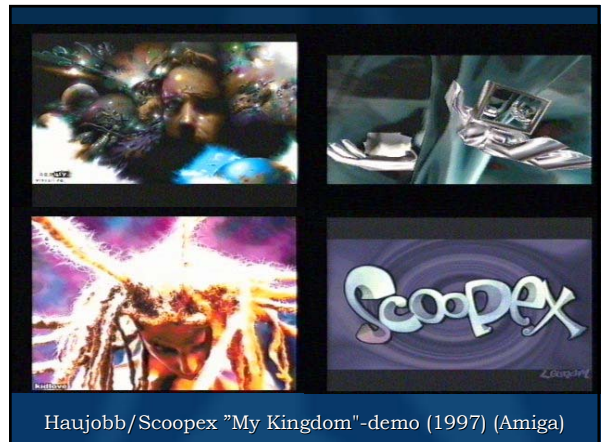
Scene History
Intros turn Demos

- **Intros get more content, take more disk space and exist only for themselves: Demo**
- **Competition is now in the coolness of the demo, Demo scene is born**
- **Demo scene groups (more or less) separate from cracking teams**

Lots of scrollers, TCB in "Cuddly"-megademo (1989)(ST)

GigaTex "Life's A Bitch"-megademo (1990) (ST)

Haujobb/Scoopex "My Kingdom"-demo (1997) (Amiga)

Scene History
Demos

- **To demonstrate programming & art & music skills of the group, "show off", earn respect**
- **Technically awesome, very specialized insider stuff.**
- **Real-time is crucial**
- **Copy party becomes demo party**
- **Demo categories**
  - intro, demo, megademo, size-limitations

Assembly -92 in Finland

Assembly 2000 in Helsinki, Finland

Hip Hop <> Demo Scene

- **Graphics**
  - Visibility, respect, themes, groups,
- **Music**
  - Sampled music, influence?
- **Dance (Demos)**
  - Learn from others, add something of your own
- **Attitude**
  - Respect, "insider stuff", language, terminology

Language Example

- tHis Could bE SCenE talK
- tHis C0uld b3 SC3nE talK
- 7his c0uld b3 sC3nE t4lK
- 7h|s c0u[d b3 sc3|\|3 t4[Kz

- Are you [4m3 or l33t?
- What started as hacker/demo scene language evolves now in IRC

Megatokyo by Fred Gallagher & Rodney Caston

Example: Remedy

- **Founders met in the scene**
  - *We know our stuff: What can we do? Benefit?*
- **International/domestic scene contacts helped in the beginning**
- **Fast, playable, visual... Max Payne**
- **Proprietary 3D-engine (particles, radiosity lighting etc.)**

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In 2002
Where We Are?

- **Scene is still strong, but may have peaked in mid 90's(?)**
- **Golden years 88-95 (Amiga)**
- **Nowadays PC**
- **Parties are bigger than ever**
  - The Party, Assembly
- **Competitions**
  - Different categories